

# Incentive System - Points and Levels

Rhode Island Department of Children, Youth and Families  
Division of Juvenile Correctional Services: RI Training School

**Policy: 1200.0103**

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**Version: 1**

The RI Training School (RITS) utilizes the Incentive System – Points and Levels to reward residents for complying with facility rules and participating in education, clinical and other programming options. The Incentive System is described in the Resident Handbook, which identifies the basic principles and elements which are not subject to change. The Incentive System is the same in each RITS unit, is reviewed annually to ensure that it is effective and responsive in incentives and disincentives to the needs of the residents and provides for the Department to seek the early release or alternative community placement of a resident.

## **Related Procedures**

**[Incentive System – Points and Levels](#)**

## **Related Policy**

**[Resident Handbook](#)**

## Incentive System – Points and Levels

### Procedure from Policy 1200.0103: Incentive System – Points and Levels

- A. Residents begin with zero points for the day and earn points for behavior and performance every day.
- B. A resident earns up to 100 points per day as follows for positive participation in resident life, education, treatment and recreation.
  - 1. Resident Life
    - a. A resident earns up to 20 points in Unit activities on the first shift and up to 20 points per day on the second shift as follows:
      - i. Room Cleanliness – 0 to 5 points
      - ii. Unit Chore – 0 to 5 Points
      - iii. Positive Social Interaction/Following Unit Rules – 0 to 5 points
      - iv. Personal Appearance – 0 to 5 points
    - b. A resident earns up to 10 points in Unit activities on the third shift per day for compliance with rules and positive interaction in wake up and hygiene activities.
  - 2. Education
    - a. A resident earns up to 20 Points in School activities per day as follows:
      - i. Up to four (4) points in each of five (5) classes.
      - ii. Up to two (2) points in each class for effort and two (2) for behavior.
  - 3. Treatment
    - a. A resident earns up to 20 Points in treatment activities per day. A resident:
      - i. Attends to/maintains positive behavior/actively participates in group treatment (as indicated in progress notes from the treatment provider) – 0 to 5 points
      - ii. Actively works on his/her "Life Story" (as reported by treatment provider in progress notes) – 0 to 5 points
      - iii. Accepts recommendations from Treatment Team (examples include but not limited to engaging in individual counseling, substance abuse treatment, aftercare / transition services, completing homework assignments etc.)– 0 to 5 points
      - iv. Integrates skills learned in treatment into daily life behaviors (maintains prosocial behavior with peers and staff, actively avoids physical and verbal altercations, behaviors serve as a role model for other residents etc.) – 0 to 5 points
  - 4. Recreation – A resident earns up to 10 points per day by participating in the unit's structured recreational activities.
- C. On any day that a resident does not have an opportunity to earn points in an area identified in paragraph B, he/she receives the average of the daily points for that area for the previous three weeks.
- D. One program or staff cannot award points for activities related to another program.
- E. The Unit Manager and the Social Worker complete the Weekly Points Form and discuss the information with unit staff and the residents. The Weekly Points Forms are maintained in the Unit Manager's office.
- F. Levels range from 1 to 4. Each Level determines the degree to which a resident is eligible for privileges.
  - 1. A resident does not accrue points and is not assigned to a Level during the first 14 days in detained status as this is an orientation period.

2. On the 15<sup>th</sup> day of detention, a resident participates in the Incentive System – Points and Levels beginning on Level 1.
  3. A resident earns a minimum of 70 % of points in each area identified in paragraph B and an average of 80 % or more points for five (5) consecutive weeks to achieve Level 2. To maintain Level 2, a resident earns a minimum of 70 % of points in each area identified in paragraph b and 80 % or more points each week.
  4. A resident at Level 2 earn a minimum of 70 % of points in each area identified in paragraph b and an average of 90 % points or more for eight 8 consecutive weeks, to progress to Level 3. To maintain Level 3, a resident earns a minimum of 70 % of points in each area identified in paragraph b and 90 % or more points each week.
  5. A resident at Level 3 earns a minimum of 70 % of points in each area identified in paragraph b and an average of 95 % points or more for five (5) consecutive weeks, to progress to Level 4. To maintain Level 4, a resident earns a minimum of 70 % of points in each area identified in paragraph b and 95 % or more points each week.
- G. If a resident does not earn points required for a Level, he/she loses that Level. To regain the Level, the resident must earn the designated points for the consecutive two (2) weeks.
- H. When a resident moves from one Unit to another, his/her points and levels remain intact. The Unit Manager from the sending unit provides information in writing on the resident's points and level to the Unit Manger of the receiving unit to ensure continuity.
- I. The Incentive System – Points and Levels is reviewed annually by the Superintendent or designee and is updated as necessary.
- J. Examples of privileges and activities according to assigned Levels are described to residents at admission in conformance with [DCYF Policy 1200.1301: The Resident Handbook](#).
- K. Paragraphs A - J are consistent with American Correctional Association Standards 3 JDF-3C-01 and 3-JTS-3C-01.